**Alyssa Mann**

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**EDUCATION**

**Bachelor of Science in Computer Science**

May 2026

*University of Florida*

* **GPA:** 3.48 / 4.00
* **Relevant Coursework:** Programming Fundamentals (1 & 2), Applications of Discrete Structures, Data Structures & Algorithms, Introduction to Computer Organization, Object Oriented Programming
* **Achievements & Involvements:** Society of Hispanic Engineers (SHPE), Women in Computer Science and Engineering (WiCSE), WiCSE Corporate Mentorship, Girls Who Code, Florida Bright Futures Scholarship

**Associate in Arts**

May 2022

*Palm Beach State College*

* **Relevant Coursework:** Calculus w/ Analytic Geometry (2 & 3), Microcomputer Applications, Introduction to Programming, Physics w/ Calculus (1 & 2)

**EXPERIENCE**

**UF in Japan - Cross Cultural Engineering and Design**

May 2024 – July 2024

*Kyoto University,* Kyoto, Japan

* Studied cross-cultural design and performant programming in specially tailored courses.
* Explored engineering firms to observe the design and engineering of Japanese transportation systems, software and games, and manufacturing.

**Web Development Intern**

January 2024 – Present

*UF Information Technology,* Gainesville, FL

* Assisted Academic Technology trainers and web designers with creating visually appealing websites and used available web accessibility tools to proof, detect, and correct issues with web content.
* Worked alongside peers and professionals in a team-based setting to accomplish project expectations.
* Utilized HTML, CSS, JavaScript, and accessibility tools to create content tailored to WCAG compliance.

**PROJECTS**

**SpellCheck** *| C++, SFML*

December 2023

* Created a spellcheck program using Trie and Hashmap data structures to validate input against a large database.
* Oversaw integration of the Trie functionality to either verify words in dictionary or generate alternatives.
* Analyzed the performance of space and time complexity, comparing startup time, verification time, and memory usage for efficiency.

**Minesweeper** *| C++, SFML*

April 2022

* Developed a version of Minesweeper from the ground up, incorporating core game mechanics including grid generation, bomb placement, leaderboard functionality, and user interaction.
* Utilized object-oriented programming principles for efficient code organization and maintenance.

**Sudoku** *| Python, Pygame*

November 2022

* Showcased a proficiency in programming logic and game develop by creating a Sudoku game from scratch.
* Implemented key features such as puzzle generation, user interface, and solution verification.
* Designed an organized and intuitive UI that allowed users to engage with various game components.
* Collaborated with teammates to ensure seamless integration with other project components.

**SKILLS**

**Programming Languages:** C++, Python, Java, JavaScript, MATLAB, ARM Assembly, R, HTML, CSS

**Tools:** Git/GitHub, Microsoft Office, Google Workspace, Content Management Systems